QIX*

*Indicates trademark and © of Taito America Corp. 1981.

1, 2, 3, QIX!

INSERTING THE CARTRIDGE

Turn on your ATARI® Home Computer by pressing the power switch on the right side of the console to ON. Pull the release lever towards you to open the cartridge door. (Whenever you do this, the computer automatically turns itself off.)

Insert the QIX game cartridge in the cartridge slot (the left cartridge slot in the ATARI 800™ Home Computer) with the label facing you. Press down carefully and firmly. Close the door and the computer turns on again.

THE JOYSTICK CONTROLLERS

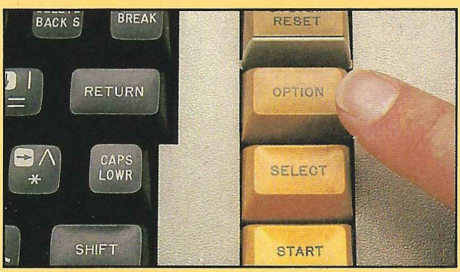
For one player, plug a joystick controller into Controller Jack 1. For two players, plug a second joystick into Controller Jack 2. Hold the joystick so that the red button is in the upper left corner. Press the red button to change from the Fast Draw speed to the Slow Draw speed and back again.

THE SELECT KEY

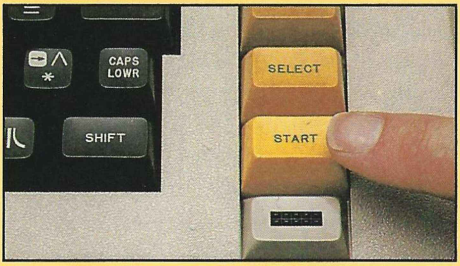
Press the SELECT key on the computer for a two-player game. Press it again to return to a one-player game.

"Don't look back.
Something may be gaining on you."
Leroy (Satchel) Paige

In a two-player game, the first player uses all three of his markers—then the second player does the same.

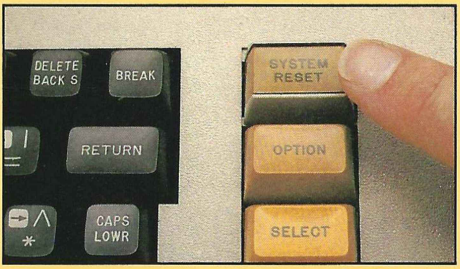


THE OPTION KEY
The game is set to give you 40 seconds, as measured by the red time line at the top of the screen, before the number of Sparx* increases (see SPARX, page 5). But you can reduce the time to as little as 10 seconds, or expand it to as much as 90 seconds, by pressing the OPTION key until the number you want appears on the screen. Only multiples of 10 seconds are possible.

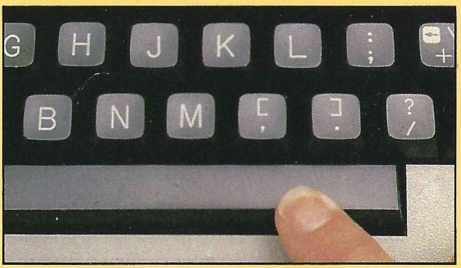


THE START KEY
Press the START key to begin the game or restart the game at any time.

THE SYSTEM RESET KEY
Press the SYSTEM RESET key to return to a pregame state.



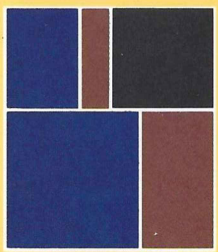
THE SPACE BAR
Press the space bar on your computer keyboard if you want to pause in the middle of a game. Press it again to pick up where you left off.



*Trademark of Taito America Corp.

THE NEW WAY TO

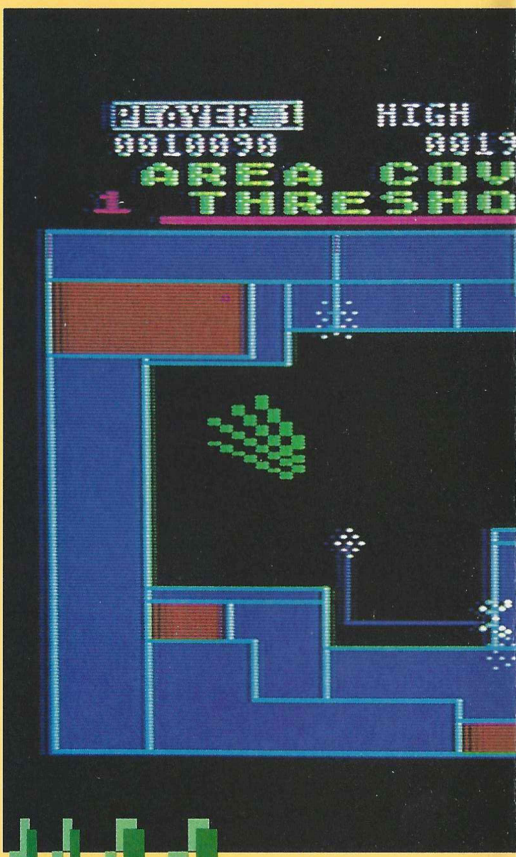
No matter how many video games you've played, you've never seen anything like QIX. And no matter how many times you play QIX, you'll never play the same game twice. That's because there are as many ways to play as there are possible patterns . . . and those patterns number in the *trillions!*



THE GAME

The object of the game is to box in Qix, the spinning helix, by filling in 75 percent of the screen with boxes of color. The boxes are made up of lines called Stix that you generate with your Marker. You can draw Stix at either Fast or Slow speed.

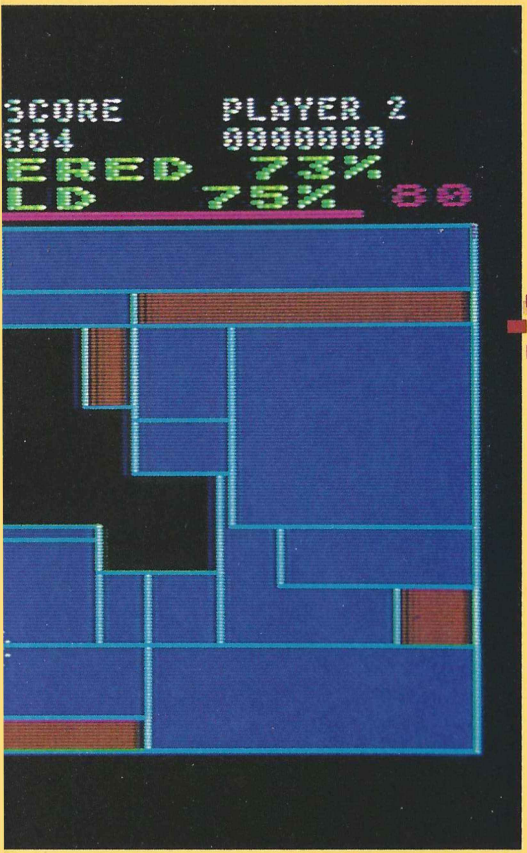
Draw as many boxes as you want while you build toward 75 percent of the screen, but don't get hit by . . .



THE QIX

As you draw, the whirling Qix is a constant menace. If in its unpredictable flight it touches your Stix before you complete a box,

GET YOUR QIX!



your Marker is wiped out and you have to try again. You get only three Markers per game.

If you win two rounds against one Qix, the Qix splits in two. But don't forget that there are other dangers, like . . .

SPARX

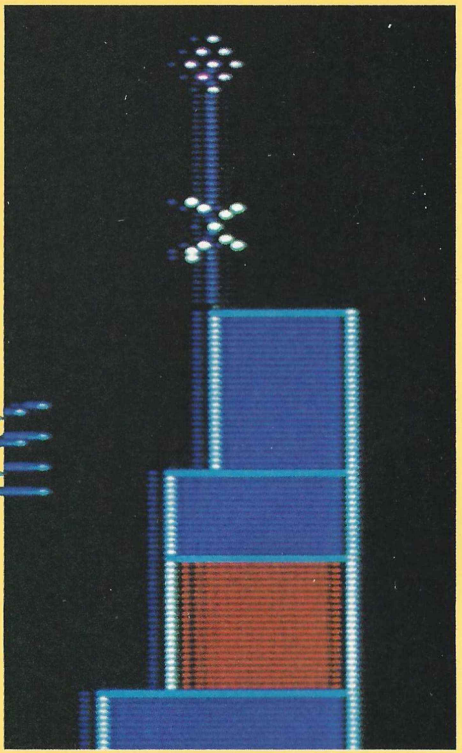
All the time you're drawing Stix, two little Sparx are on your trail. They run around the Stix patterns, and if they run across your Marker they wipe it out. Meanwhile, the red line at the top of the screen is shrinking, marking off a predetermined time. The first three times that line vanishes, two more Sparx appear, until there are a total of eight. Eight Sparx will give you a real run for your money. Don't falter, though, because if you do you face . . .

THE FUSE

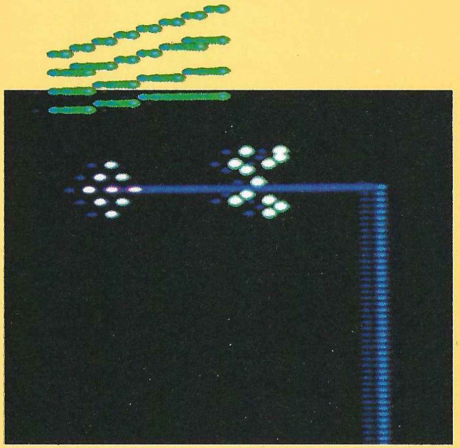
The moment you stop drawing without completing a box, the Fuse ignites where you began and runs up your Stix to destroy you. You can only escape by moving again.

STRATEGY

If the Qix is blocking the center of the screen, draw a box that takes you to the side. Then work your way up the side by building one box on top of the other.



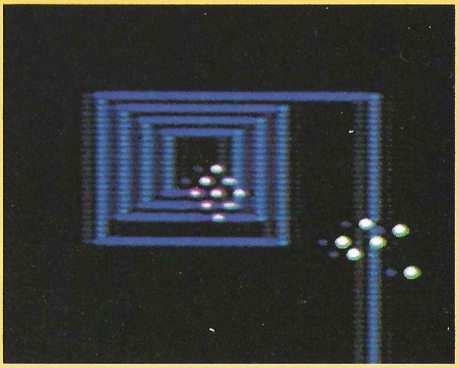
If the Qix is penetrating a boxed area and you're very fast, you can drive right through the Qix. If you and the Qix are in a corner, you can even box it in and trap it.

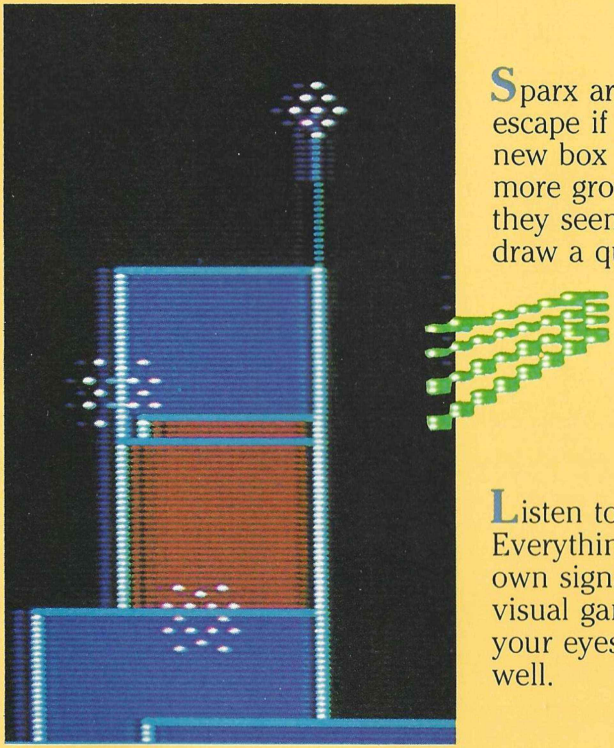


Sometimes the Qix seems to hover in one half of the screen. That's the time to gamble and try to box the entire other side. But it *is* a gamble, because you never can predict what the Qix will do. Be ready to head for cover at any time!

"Never trust a whirling helix."
Anon.

You can never cross your own line. If you try to, you'll stop and the Fuse will start after you. To escape, move sideways and turn back—but take care not to create a spiral. If you close yourself in, you'll be stopped again, the Fuse will start again, and this time there will be no way out.

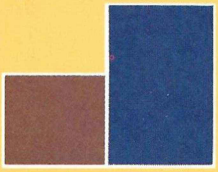




Sparx are generally easy to escape if you keep moving—each new box you make gives them more ground to cover. But if they seem to have you cornered, draw a quick box around them. That keeps them busy while you get away.

Listen to the game sounds. Everything that happens has its own signal. QIX may look like a visual game, but you need both your eyes and ears to play it well.

SCORING & SCREEN DISPLAY



Your score is based on the area covered by your boxes and the speed at which you draw them. Boxes drawn at the Slow speed are worth twice as much as boxes drawn at the Fast speed. If you start out at one speed and switch to the other, you score at the Fast rate. A box drawn at Slow speed is red, and a box drawn at Fast or mixed speed is blue.

If your final box gives you more than 75 percent of the screen, you score bonus points—the percentage over 75 is multiplied by 1000 and a new round begins.

If you're playing against two Qix and separate them, all scores thereafter are doubled. Separate them again and your scores triple, and so on.

Across the top of the screen is a strip containing scoring information. To the left is Player 1 and his score. To the right (in a two-player game) is Player 2 and his score. In the center is the highest score earned since the current round of play began.

Below this is a second strip that shows the area claimed so far by the current player, and the number of Markers he has left.

Below the second strip is the red time line. To the right of the line is the number of seconds selected for it to run.

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